

Deductive Synthesis of Programs that Alter Data Structures

Nadia Polikarpova



Ilya Sergey



Let's *swap* values of two *distinct* pointers

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Let's *swap* values of two *distinct* pointers



swap

```
void swap(loc x, loc y)
```

$\{ x \mapsto a \wedge y \mapsto b \}$

```
void swap(loc x, loc y)
```

$\{ x \mapsto a \wedge y \mapsto b \}$

`void swap(loc x, loc y)`

$\{ x \mapsto b \wedge y \mapsto a \}$

“separately”

$\{ x \mapsto a \ * \ y \mapsto b \}$

`void swap(loc x, loc y)`

$\{ x \mapsto b \ * \ y \mapsto a \}$

{ $x \mapsto a * y \mapsto b$ }

void swap(loc x , loc y)

{ $x \mapsto b * y \mapsto a$ }

$\{ x \mapsto \boxed{a} * y \mapsto \boxed{b} \}$

`void swap(loc x, loc y)`

$\{ x \mapsto \boxed{b} * y \mapsto \boxed{a} \}$

$$\{ x \mapsto a * y \mapsto b \}$$

??

$$\{ x \mapsto b * y \mapsto a \}$$

let a2 = *x;

{ x ↦ a2 * y ↦ b }

??

{ x ↦ b * y ↦ a2 }

```
let a2 = *x;
```

```
let b2 = *y;
```

```
{ x ↦ a2 * y ↦ b2 }
```

??

```
{ x ↦ b2 * y ↦ a2 }
```

```
let a2 = *x;
```

```
let b2 = *y;
```

```
*x = b2;
```

```
{ x ↦ b2 * y ↦ b2 }
```

```
??
```

```
{ x ↦ b2 * y ↦ a2 }
```

```
let a2 = *x;
```

```
let b2 = *y;
```

```
*x = b2;
```

```
*y = a2;
```

```
{ x ↦ b2 * y ↦ a2 }
```

??

```
{ x ↦ b2 * y ↦ a2 }
```



```
let a2 = *x;
```

```
let b2 = *y;
```

```
*x = b2;
```

```
*y = a2;
```

```
{ x ↦ b2 * y ↦ a2 }
```

??

```
{ x ↦ b2 * y ↦ a2 }
```

$x \mapsto b2 * y \mapsto a2 \vdash x \mapsto b2 * y \mapsto a2$

```
let a2 = *x;
```

```
let b2 = *y;
```

```
*x = b2;
```

```
*y = a2;
```

```
{ x ↦ b2 * y ↦ a2 }
```

??

```
{ x ↦ b2 * y ↦ a2 }
```

$x \mapsto b2 * y \mapsto a2 \vdash x \mapsto b2 * y \mapsto a2$



```
void swap(loc x, loc y) {  
    let a2 = *x;  
    let b2 = *y;  
    *x = b2;  
    *y = a2;  
}
```

Reasoning with Symbolic Heaps

Symbolic Heap Entailment

$$P \vdash Q$$

Any heap (state) that satisfies **P**, also satisfies **Q**.

Program Validity *wrt.* Pre/Postcondition

$$\{ P \} \text{ c } \{ Q \}$$

If the initial state satisfies **P**, then, after **c** terminates, the final state satisfies **Q**.

Transforming Entailment

(this work)

$P \rightsquigarrow Q$

There *exists* a program \mathbf{c} , such that
for *any* initial state satisfying P ,
 \mathbf{c} , after it terminates,
will transform to a state satisfying Q .

$P \vdash Q$ implies $P \rightsquigarrow Q$

“Proof”: skip

$$x \mapsto a \quad \rightsquigarrow \quad x \mapsto 42$$

“Proof”: $*x = 42$

$x \mapsto a \rightsquigarrow x \mapsto 42 \mid *x = 42$

$P \rightsquigarrow Q \mid c$

P transforms to Q via a program c .

Theorem:

$P \rightsquigarrow Q \mid c$ implies $\{P\} c \{Q\}$

$\{ P \} \quad ?? \quad \{ Q \}$



Declarative

VS

$P \rightsquigarrow Q \mid c$



Algorithmic

Synthetic Separation Logic

$\Gamma ; P \rightsquigarrow Q \mid c$

$$\Gamma ; P \rightsquigarrow Q \mid c$$

- (Γ, P, Q) — *goal*
- **GV** (Γ, P, Q) — *ghost* variables (scope: *pre/postcondition*)
- **EV** (Γ, P, Q) — *existentials* (scope: *postcondition*)

$\Gamma; \{\text{emp}\} \rightsquigarrow \{\text{emp}\} \mid ??$

$\Gamma; \{\text{emp}\} \rightsquigarrow \{\text{emp}\} \mid \mathbf{skip} \quad (\text{Emp})$

$$a \in GV(\Gamma, P, Q)$$

$$\Gamma; \{ x \mapsto a * P \} \rightsquigarrow \{ Q \} \mid ??$$

$$\begin{array}{c}
a \in \text{GV}(\Gamma, P, Q) \quad y \text{ is fresh} \\
\Gamma, y; [y/a]\{ x \mapsto y * P \} \rightsquigarrow [y/a]\{ Q \} \mid \mathbf{c} \\
\hline
\Gamma; \{ x \mapsto a * P \} \rightsquigarrow \{ Q \} \mid \mathbf{let } y = *x; \mathbf{c}
\end{array}
\quad (\text{Read})$$

$$\Gamma; \{ x \mapsto - * P \} \rightsquigarrow \{ x \mapsto e * Q \} \mid ??$$

$$\text{Vars}(e) \subseteq \Gamma$$

$$\Gamma; \{x \mapsto e * P\} \rightsquigarrow \{x \mapsto e * Q\} \mid c$$

$$\Gamma; \{x \mapsto - * P\} \rightsquigarrow \{x \mapsto e * Q\} \mid *x = e; c \quad \text{(Write)}$$

$\Gamma; \{ P * R \} \rightsquigarrow \{ Q * R \} \mid ??$

$$EV(\Gamma, P, Q) \cap Vars(R) = \emptyset$$

$$\Gamma; \{P\} \rightsquigarrow \{Q\} \mid c$$

$$\Gamma; \{P * R\} \rightsquigarrow \{Q * R\} \mid c \quad \text{(Frame)}$$

$$\Gamma; \{ \text{emp} \} \rightsquigarrow \{ \text{emp} \} \mid \mathbf{skip} \quad (\text{Emp})$$

$$\frac{a \in \text{GV}(\Gamma, P, Q) \quad y \text{ is fresh} \quad \Gamma, y; [y/a]\{ x \mapsto y * P \} \rightsquigarrow [y/a]\{ Q \} \mid c}{\Gamma; \{ x \mapsto a * P \} \rightsquigarrow \{ Q \} \mid \mathbf{let } y = *x; c} \quad (\text{Read})$$

$$\frac{\text{EV}(\Gamma, P, Q) \cap \text{Vars}(R) = \emptyset \quad \Gamma; \{ P \} \rightsquigarrow \{ Q \} \mid c}{\Gamma; \{ P * R \} \rightsquigarrow \{ Q * R \} \mid c} \quad (\text{Frame})$$

$$\frac{\text{Vars}(e) \subseteq \Gamma \quad \Gamma; \{ x \mapsto e * P \} \rightsquigarrow \{ x \mapsto e * Q \} \mid c}{\Gamma; \{ x \mapsto - * P \} \rightsquigarrow \{ x \mapsto e * Q \} \mid *x = e; c} \quad (\text{Write})$$

$\{x \mapsto a * y \mapsto b\}$

`void swap(loc x, loc y)`

$\{x \mapsto b * y \mapsto a\}$

$$\{x, y\}; \{x \mapsto a * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a\} \quad | \quad ??$$

$\{x, y, a2\}; \{x \mapsto a2 * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a2\} \mid ??$

$\{x, y\}; \{x \mapsto a * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a\} \mid \text{let } a2 = *x; ??$

(Read)

$\{x, y, a2, b2\}; \{x \mapsto a2 * y \mapsto b2\} \rightsquigarrow \{x \mapsto b2 * y \mapsto a2\} \mid ??$

(Read)

$\{x, y, a2\}; \{x \mapsto a2 * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a2\} \mid \text{let } b2 = *y; ??$

(Read)

$\{x, y\}; \{x \mapsto a * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a\} \mid \text{let } a2 = *x; ??$

$\{x, y, a2, b2\}; \{x \mapsto b2 * y \mapsto b2\} \rightsquigarrow \{x \mapsto b2 * y \mapsto a2\} \mid ??$

(Write)

$\{x, y, a2, b2\}; \{x \mapsto a2 * y \mapsto b2\} \rightsquigarrow \{x \mapsto b2 * y \mapsto a2\} \mid *x = b2; ??$

(Read)

$\{x, y, a2\}; \{x \mapsto a2 * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a2\} \mid \text{let } b2 = *y; ??$

(Read)

$\{x, y\}; \{x \mapsto a * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a\} \mid \text{let } a2 = *x; ??$

$$\{x, y, a2, b2\}; \{y \mapsto b2\} \rightsquigarrow \{y \mapsto a2\} \mid ??$$

(Frame)

$$\{x, y, a2, b2\}; \{x \mapsto b2 * y \mapsto b2\} \rightsquigarrow \{x \mapsto b2 * y \mapsto a2\} \mid ??$$

(Write)

$$\{x, y, a2, b2\}; \{x \mapsto a2 * y \mapsto b2\} \rightsquigarrow \{x \mapsto b2 * y \mapsto a2\} \mid *x = b2; ??$$

(Read)

$$\{x, y, a2\}; \{x \mapsto a2 * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a2\} \mid \text{let } b2 = *y; ??$$

(Read)

$$\{x, y\}; \{x \mapsto a * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a\} \mid \text{let } a2 = *x; ??$$

$$\{ x, y, a2, b2 \}; \{ y \mapsto a2 \} \rightsquigarrow \{ y \mapsto a2 \} \mid ??$$

(Write)

$$\{ x, y, a2, b2 \}; \{ y \mapsto b2 \} \rightsquigarrow \{ y \mapsto a2 \} \mid *y = a2; ??$$

(Frame)

$$\{ x, y, a2, b2 \}; \{ x \mapsto b2 * y \mapsto b2 \} \rightsquigarrow \{ x \mapsto b2 * y \mapsto a2 \} \mid ??$$

(Write)

$$\{ x, y, a2, b2 \}; \{ x \mapsto a2 * y \mapsto b2 \} \rightsquigarrow \{ x \mapsto b2 * y \mapsto a2 \} \mid *x = b2; ??$$

(Read)

$$\{ x, y, a2 \}; \{ x \mapsto a2 * y \mapsto b \} \rightsquigarrow \{ x \mapsto b * y \mapsto a2 \} \mid \text{let } b2 = *y; ??$$

(Read)

$$\{ x, y \}; \{ x \mapsto a * y \mapsto b \} \rightsquigarrow \{ x \mapsto b * y \mapsto a \} \mid \text{let } a2 = *x; ??$$

$$\{ x, y, a2, b2 \}; \{ \text{emp} \} \rightsquigarrow \{ \text{emp} \} \mid ??$$

(Frame)

$$\{ x, y, a2, b2 \}; \{ y \mapsto a2 \} \rightsquigarrow \{ y \mapsto a2 \} \mid ??$$

(Write)

$$\{ x, y, a2, b2 \}; \{ y \mapsto b2 \} \rightsquigarrow \{ y \mapsto a2 \} \mid *y = a2; ??$$

(Frame)

$$\{ x, y, a2, b2 \}; \{ x \mapsto b2 * y \mapsto b2 \} \rightsquigarrow \{ x \mapsto b2 * y \mapsto a2 \} \mid ??$$

(Write)

$$\{ x, y, a2, b2 \}; \{ x \mapsto a2 * y \mapsto b2 \} \rightsquigarrow \{ x \mapsto b2 * y \mapsto a2 \} \mid *x = b2; ??$$

(Read)

$$\{ x, y, a2 \}; \{ x \mapsto a2 * y \mapsto b \} \rightsquigarrow \{ x \mapsto b * y \mapsto a2 \} \mid \text{let } b2 = *y; ??$$

(Read)

$$\{ x, y \}; \{ x \mapsto a * y \mapsto b \} \rightsquigarrow \{ x \mapsto b * y \mapsto a \} \mid \text{let } a2 = *x; ??$$

$\{x, y, a2, b2\}; \{emp\} \rightsquigarrow \{emp\} \mid skip$ (Emp)

$\{x, y, a2, b2\}; \{y \mapsto a2\} \rightsquigarrow \{y \mapsto a2\} \mid ??$ (Frame)

$\{x, y, a2, b2\}; \{y \mapsto b2\} \rightsquigarrow \{y \mapsto a2\} \mid *y = a2; ??$ (Write)

$\{x, y, a2, b2\}; \{x \mapsto b2 * y \mapsto b2\} \rightsquigarrow \{x \mapsto b2 * y \mapsto a2\} \mid ??$ (Frame)

$\{x, y, a2, b2\}; \{x \mapsto a2 * y \mapsto b2\} \rightsquigarrow \{x \mapsto b2 * y \mapsto a2\} \mid *x = b2; ??$ (Write)

$\{x, y, a2\}; \{x \mapsto a2 * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a2\} \mid let\ b2 = *y; ??$ (Read)

$\{x, y\}; \{x \mapsto a * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a\} \mid let\ a2 = *x; ??$ (Read)

```
void swap(loc x, loc y) {  
    let a2 = *x;  
    let b2 = *y;  
    *x = b2;  
    *y = a2;  
}
```

Unification and Non-Determinism

$\{ x \mapsto 239 * y \mapsto 30 \}$

`void pick(loc x, loc y)`

$\{ x \mapsto z * y \mapsto z \}$

```

{ x ↦ 239 * y ↦ 30 }
void pick(loc x, loc y)
{ x ↦ z * y ↦ z }

```

$$[\sigma]R' = R$$

$$\emptyset \neq \text{dom}(\sigma) \subseteq \text{EV}(\Gamma, P, Q)$$

$$\Gamma; \{ P * R \} \rightsquigarrow [\sigma]\{ Q * R' \} \mid c$$

(UnifyHeaps)

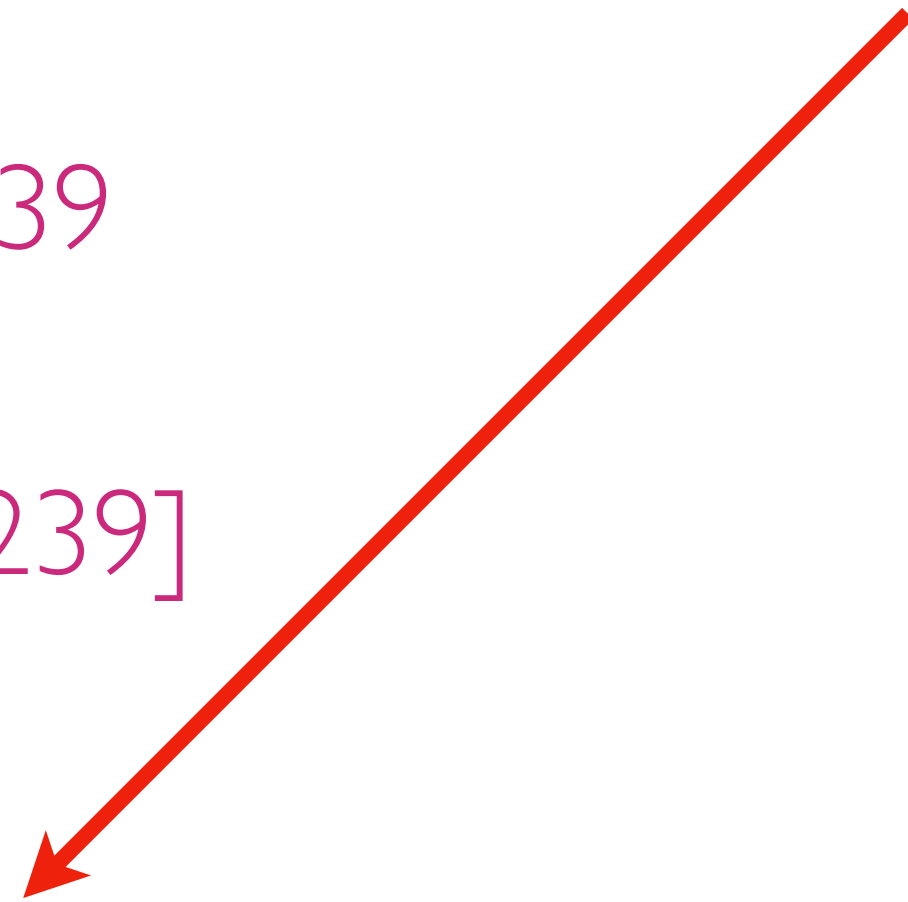
$$\Gamma; \{ P * R \} \rightsquigarrow \{ Q * R' \} \mid c$$

$\{ x, y \}; \{ x \mapsto 239 * y \mapsto 30 \} \rightsquigarrow \{ x \mapsto z * y \mapsto z \}$

$R = x \mapsto 239$

$R' = x \mapsto z$

$\sigma = [z \mapsto 239]$

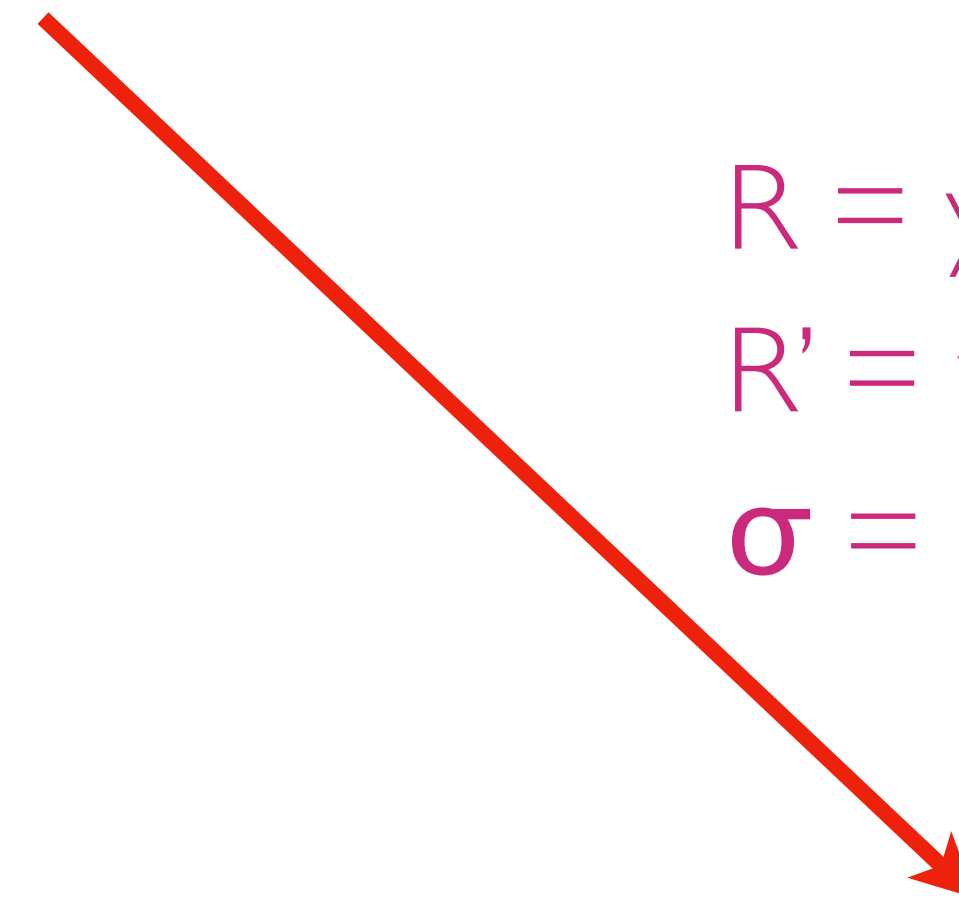


```
void pick(loc x, loc y) {  
    *y = 239;  
}
```

$R = y \mapsto 30$

$R' = y \mapsto z$

$\sigma = [z \mapsto 30]$



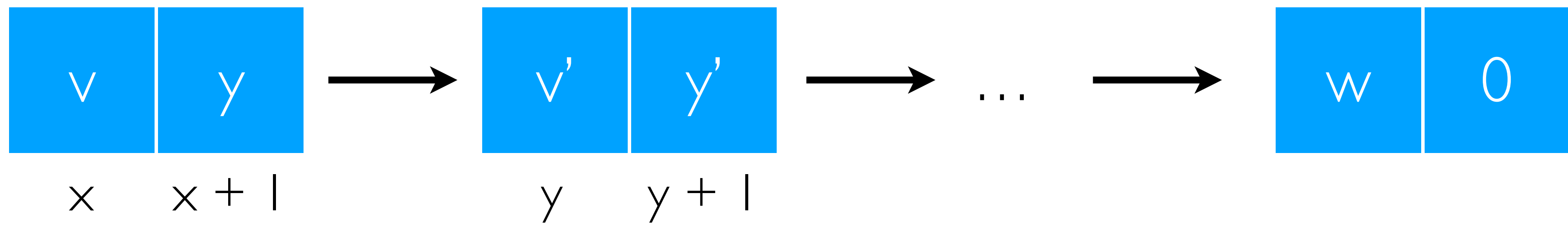
```
void pick(loc x, loc y) {  
    *x = 30;  
}
```

Pure Parts

$$\Gamma ; \{ P \} \rightsquigarrow \{ Q \} \mid c$$

$$\Gamma ; \{ \varphi; P \} \rightsquigarrow \{ \psi; Q \} \mid c$$

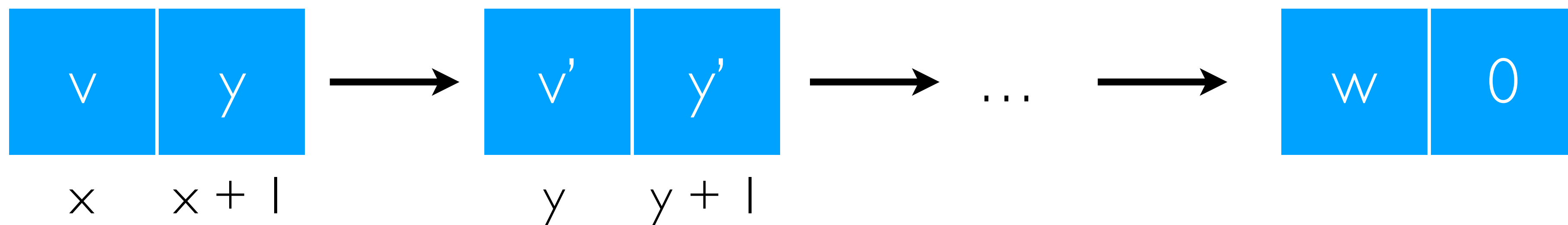
Inductive Predicates and Recursion



```

predicate lseg (loc x, set s) {
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }
}

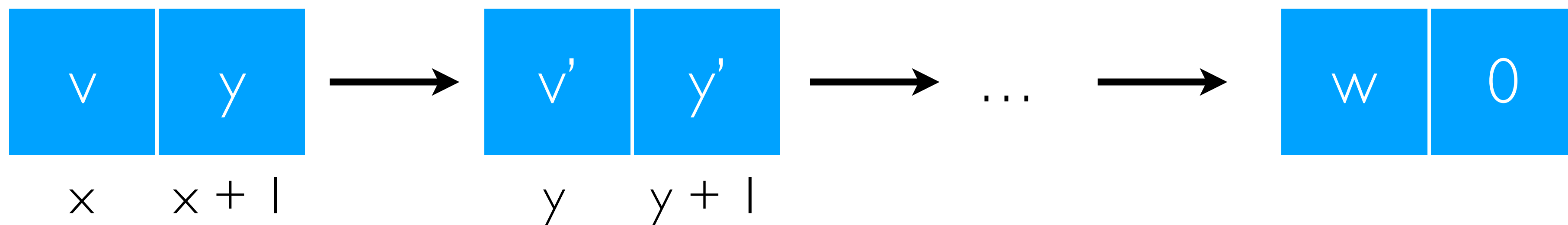
```



```

predicate lseg (loc x, set s) {
  |  $x = 0$   $\wedge$   $\{s = \emptyset\}$  ; emp }
  |  $x \neq 0$   $\wedge$   $\{s = \{v\} \cup s'\}$  ;  $[x, 2] * x \mapsto v * (x + 1) \mapsto y * \text{lseg}(y, s')$  }
}

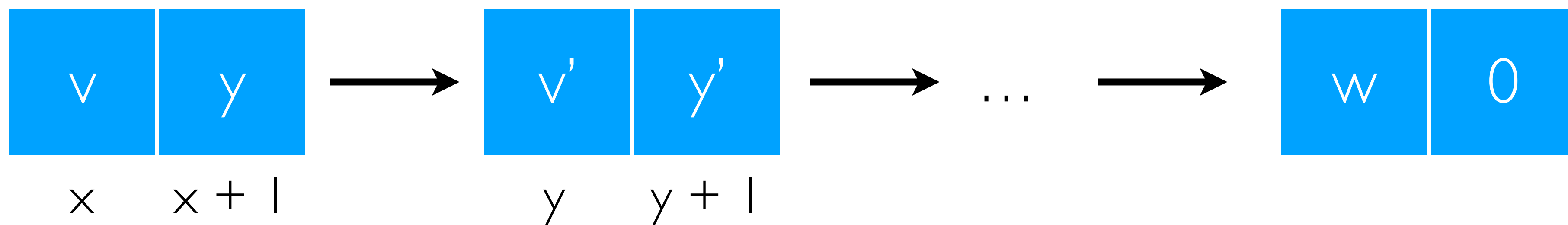
```



```

predicate lseg (loc x, set s) {
  | x = 0  $\wedge$  { s =  $\emptyset$  } ; emp }
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' } ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }
}

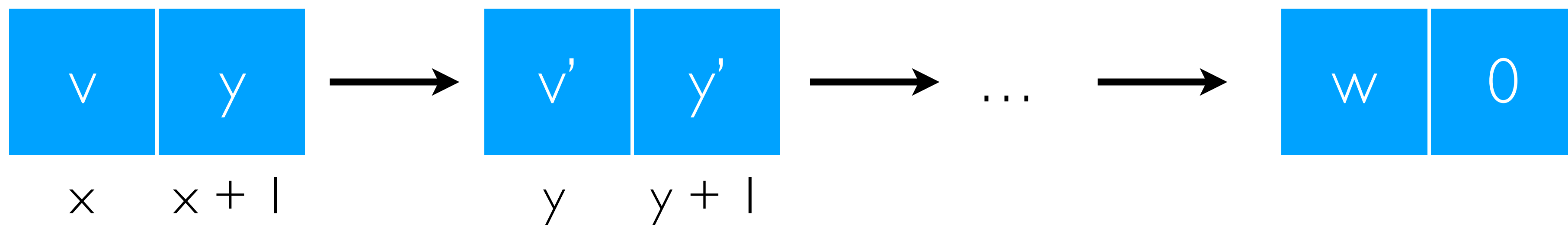
```



```

predicate lseg (loc x, set s) {
  | x = 0 ∧ { s = ∅ ; emp }
  | x ≠ 0 ∧ { s = {v} ∪ s' ; [x, 2] * x ↦ v * (x + 1) ↦ y * lseg(y, s') }
}

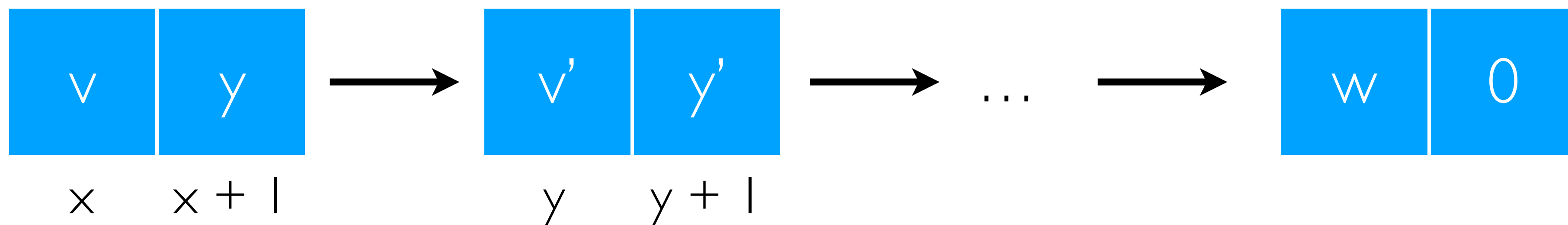
```




```

predicate lseg (loc x, set s) {
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }
}

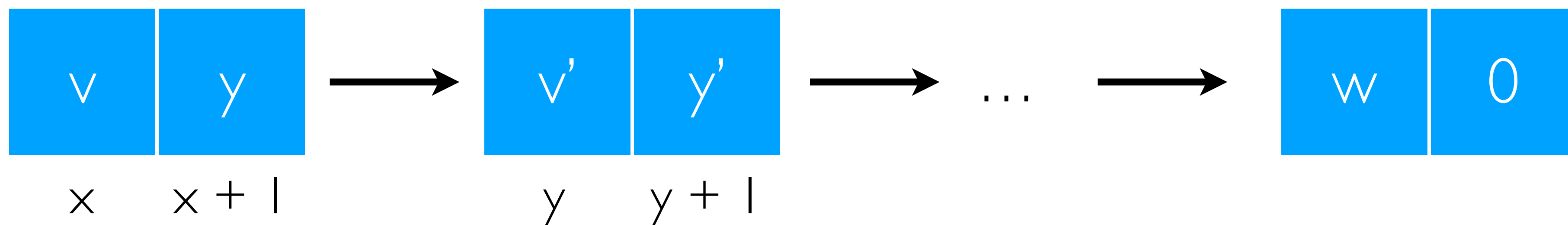
```



```

predicate lseg (loc x, set s) {
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }
}

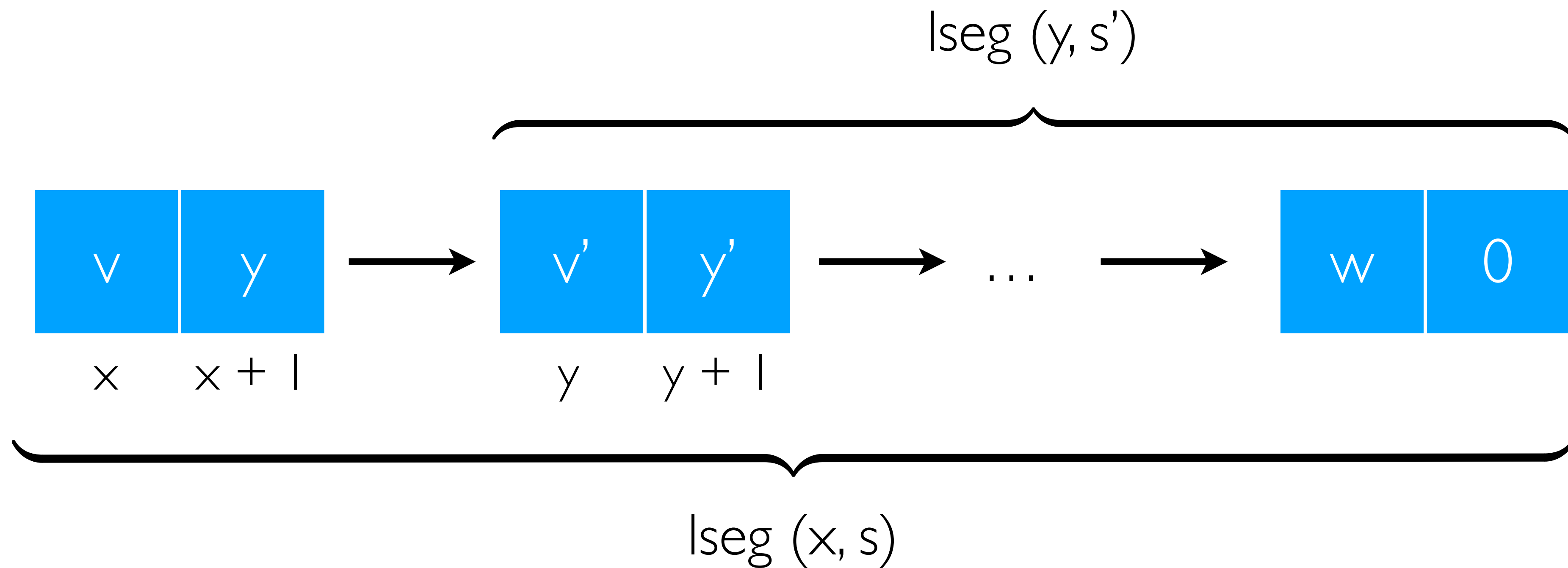
```



```

predicate lseg (loc x, set s) {
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }
}

```



```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

{ lseg (x, s) }

void listfree(loc x)

{ emp }

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
{lseg1(x, s) } void listfree(loc x) { emp }
```

{lseg⁰(x, s) }

??

{ emp }

```
predicate lseg (loc x, set s) {  
  |  $x = 0$   $\wedge$   $\{s = \emptyset\}$  ; emp }  
  |  $x \neq 0$   $\wedge$   $\{s = \{v\} \cup s'\}$  ;  $[x, 2] * x \mapsto v * (x + 1) \mapsto y * \text{lseg}(y, s')$  }  
}
```

```
{ lseg1(x, s) } void listfree(loc x) { emp }
```

{ lseg⁰(x, s) }

??

{ emp }

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
{ lseg1(x, s) } void listfree(loc x) { emp }
```

```
  if (x == 0) {  
    { x = 0 ; lseg0(x, s) }
```

```
      ??
```

```
    { emp }
```

```
  } else {
```

```
    { x  $\neq$  0 ; lseg0(x, s) }
```

```
      ??
```

```
    { emp }
```

```
  }
```

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
{ lseg1(x, s) } void listfree(loc x) { emp }
```

```
  if (x == 0) {  
    { x = 0  $\wedge$  s =  $\emptyset$  ; emp }  
    ??  
    { emp }  
  } else {  
    { x  $\neq$  0  $\wedge$  s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg1(y, s') }  
    ??  
    { emp }  
  }
```



```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
{ lseg1(x, s) } void listfree(loc x) { emp }
```

```
  if (x == 0) {  
    { x = 0  $\wedge$  s =  $\emptyset$  ; emp }  
    skip  
    { emp }  
  } else {  
    { x  $\neq$  0  $\wedge$  s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg1(y, s') }  
    ??  
    { emp }  
  }
```

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
{ lseg1(x, s) } void listfree(loc x) { emp }
```

```
if (x == 0) { } else {
```

```
{ x  $\neq$  0  $\wedge$  s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg1(y, s') }
```

```
??
```

```
{ emp }
```

```
}
```

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
{ lseg1(x, s) } void listfree(loc x) { emp }
```

```
if (x == 0) { } else {
```

```
  let nxt2 = *(x + 1);
```

```
  { x  $\neq$  0  $\wedge$  s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  nxt2 * lseg1(nxt2, s') }
```

```
    ??
```

```
  { emp }
```

```
}
```

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
{ lseg1(x, s) } void listfree(loc x) { emp }
```

```
if (x == 0) { } else {
```

```
  let nxt2 = *(x + 1);
```

```
  free(x);
```

```
  { x  $\neq$  0  $\wedge$  s = {v}  $\cup$  s' ; lseg1(nxt2, s') }
```

```
  ??
```

```
  { emp }
```

```
}
```

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
{ lseg1(x, s) } void listfree(loc x) { emp }
```

```
if (x == 0) { } else {
```

```
  let nxt2 = *(x + 1);
```

```
  free(x);
```

```
  listfree(nxt2);
```

```
{ x  $\neq$  0  $\wedge$  s = {v}  $\cup$  s' ; emp }
```

```
  ??
```

```
{ emp }
```

```
}
```

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
{ lseg1(x, s) } void listfree(loc x) { emp }
```

```
    if (x == 0) { } else {  
  
        let nxt2 = *(x + 1);  
  
        free(x);  
  
        listfree(nxt2);  
  
        skip;  
  
    }
```

```
void listfree(loc x) {  
    if (x == 0) { } else {  
        let nxt2 = *(x + 1);  
        free(x);  
        listfree(nxt2);  
    }  
}
```

“Unfolding” Predicate Instances
in a Postcondition


```
predicate lseg (loc x, set s) {  
  |  $x = 0 \wedge \{s = \emptyset\}$  ; emp }  
  |  $x \neq 0 \wedge \{s = \{v\} \cup s'\}$  ;  $[x, 2] * x \mapsto v * (x + 1) \mapsto y * \text{lseg}(y, s') \}$   
}
```

$\{s = \{v\} \cup s' ; \text{lseg}^1(y, s')\}$

??

$\{\text{lseg}^0(z, s)\}$

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

{ $s = \{v\} \cup s'$; lseg¹(y, s') }

??

{ z = 0 \wedge $s = \emptyset$; emp }

\Rightarrow UNSAT



```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

{ s = {v} \cup s' ; lseg¹(y, s') }

??

{ lseg⁰(z, s) }

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

{ s = {v} \cup s' ; lseg¹(y, s') }

??

{ z \neq 0 \wedge s = {v'} \cup s'' ; [z, 2] * z \mapsto v' * (z + 1) \mapsto z' * lseg¹(z', s';) }

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

{ s = {v} \cup s' ; lseg¹(y, s') }

??

{ z \neq 0 \wedge s = {v'} \cup s' ; [z, 2] * z \mapsto v' * (z + 1) \mapsto y * lseg¹(y, s') }

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

{ s = {v} \cup s' ; emp }

??

{ z \neq 0 \wedge s = {v'} \cup s' ; [z, 2] * z \mapsto v' * (z + 1) \mapsto y }

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
let z = malloc(2);
```

```
{ z  $\neq$  0  $\wedge$  s = {v}  $\cup$  s' ; [z, 2] * z  $\mapsto$  - * (z + 1)  $\mapsto$  - }
```

??

```
{ z  $\neq$  0  $\wedge$  s = {v'}  $\cup$  s' ; [z, 2] * z  $\mapsto$  v' * (z + 1)  $\mapsto$  y }
```

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
let z = malloc(2);
```

```
{ z  $\neq$  0 ; [z, 2] * z  $\mapsto$  - * (z + 1)  $\mapsto$  - }
```

```
??
```

```
{ z  $\neq$  0 ; [z, 2] * z  $\mapsto$  v * (z + 1)  $\mapsto$  y }
```



```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
let z = malloc(2);
```

```
z := v;
```

```
{ z  $\neq$  0 ; (z + 1)  $\mapsto$  - }
```

```
??
```

```
{ z  $\neq$  0 ; (z + 1)  $\mapsto$  y }
```

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
let z = malloc(2);
```

```
z := v;
```

```
(z + 1) := y;
```

```
{ z  $\neq$  0 ; emp }
```

```
??
```

```
{ z  $\neq$  0 ; emp }
```

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
let z = malloc(2);
```

```
z := v;
```

```
(z + 1) := y;
```

```
skip
```

```
predicate lseg (loc x, set s) {  
  | x = 0  $\wedge$  { s =  $\emptyset$  ; emp }  
  | x  $\neq$  0  $\wedge$  { s = {v}  $\cup$  s' ; [x, 2] * x  $\mapsto$  v * (x + 1)  $\mapsto$  y * lseg(y, s') }  
}
```

```
{ s = {v}  $\cup$  s' ; lseg1(y, s') }
```

```
let z = malloc(2);
```

```
z := v;
```

```
(z + 1) := y;
```

```
{ lseg0(z, s) }
```

Tags and Termination

- Tags in *preconditions* ensure recursive calls on smaller *sub-heaps*
- Recursive calls “seal” their resulting heaps, erasing tags and preventing “*chained*” recursive calls.
- *Predicate instances* in *postconditions* are “*unfolded*” to match a pre.
 - Tags in the post *control* the number of *unfoldings*.
 - Infinite unfolding are impossible by design.

Theorem:

If $P \rightsquigarrow Q \mid c$

then c terminates.

Obvious Limitation

$\{P * \text{lseg}^1(x, s)\}$ void foo(loc x, loc y) { lseg¹(y, s) }

$\{x, y, z\} ; \{P_1 * \text{lseg}^1(x, s) * P_2\}$

??

$\{\text{lseg}^1(z, s)\}$

`{ P * lseg1 (x, s) }` `void foo(loc x, loc y) { lseg1 (y, s) }`

`foo(x, y);`

`{ lseg1 (y, s) * P2 }`

??

`{ lseg1 (z, s) }`



All Rules

STARPARTIAL

$$\frac{x + \iota \neq y + \iota' \notin \phi \quad \phi' \triangleq \phi \wedge (x + \iota \neq y + \iota')}{\Sigma; \Gamma; \{\phi'; \langle x, \iota \rangle \mapsto e * \langle y, \iota' \rangle \mapsto e' * P\} \rightsquigarrow \{Q\} | c} \\ \Sigma; \Gamma; \{\phi; \langle x, \iota \rangle \mapsto e * \langle y, \iota' \rangle \mapsto e' * P\} \rightsquigarrow \{Q\} | c$$

OPEN

$$\mathcal{D} \triangleq p(\overline{x_i}) \langle \xi_j, \{\chi_j, R_j\} \rangle_{j \in 1 \dots N} \in \Sigma \\ \ell < \text{MaxUnfold} \quad \sigma \triangleq [\overline{x_i} \mapsto \overline{y_i}] \quad \text{Vars}(\overline{y_i}) \subseteq \Gamma \\ \phi_j \triangleq \phi \wedge [\sigma] \xi_j \wedge [\sigma] \chi_j \quad P_j \triangleq [[\sigma] R_j]^{\ell+1} * [P] \\ \forall j \in 1 \dots N, \quad \Sigma; \Gamma; \{\phi_j; P_j\} \rightsquigarrow \{Q\} | c_j \\ c \triangleq \text{if } ([\sigma] \xi_1) \{c_1\} \text{ else } \{\text{if } ([\sigma] \xi_2) \dots \text{else } \{c_N\}\} \\ \hline \Sigma; \Gamma; \{\phi; P * p^\ell(\overline{y_i})\} \rightsquigarrow \{Q\} | c$$

ABDUCECALL

$$\mathcal{F} \triangleq f(\overline{x_i}) : \{\phi_f; P_f * F_f\} \{\psi_f; Q_f\} \in \Sigma \\ F_f \text{ has no predicate instances} \quad [\sigma] P_f = P \\ F_f \neq \text{emp} \quad F' \triangleq [\sigma] F_f \quad \Sigma; \Gamma; \{\phi; F\} \rightsquigarrow \{\phi; F'\} | c_1 \\ \Sigma; \Gamma; \{\phi; P * F' * R\} \rightsquigarrow \{Q\} | c_2 \\ \hline \Sigma; \Gamma; \{\phi; P * F * R\} \rightsquigarrow \{Q\} | c_1; c_2$$

READ

$$a \in \text{GV}(\Gamma, \mathcal{P}, \mathcal{Q}) \quad y \notin \text{Vars}(\Gamma, \mathcal{P}, \mathcal{Q}) \\ \Gamma \cup \{y\}; [y/a] \{\phi; \langle x, \iota \rangle \mapsto a * P\} \rightsquigarrow [y/a] \{Q\} | c \\ \hline \Sigma; \Gamma; \{\phi; \langle x, \iota \rangle \mapsto a * P\} \rightsquigarrow \{Q\} | \text{let } y = *(x + \iota); c$$

CLOSE

$$\mathcal{D} \triangleq p(\overline{x_i}) \langle \xi_j, \{\chi_j, R_j\} \rangle_{j \in 1 \dots N} \in \Sigma \\ \ell < \text{MaxUnfold} \quad \sigma \triangleq [\overline{x_i} \mapsto \overline{y_i}] \\ \text{for some } k, 1 \leq k \leq N \quad R' \triangleq [[\sigma] R_k]^{\ell+1} \\ \Sigma; \Gamma; \{\mathcal{P}\} \rightsquigarrow \{\psi \wedge [\sigma] \xi_k \wedge [\sigma] \chi_k; Q * R'\} | c \\ \hline \Sigma; \Gamma; \{\mathcal{P}\} \rightsquigarrow \{\psi; Q * p^\ell(\overline{y_i})\} | c$$

CALL

$$\mathcal{F} \triangleq f(\overline{x_i}) : \{\phi_f; P_f\} \{\psi_f; Q_f\} \in \Sigma \\ R = \ell [\sigma] P_f \quad \phi \Rightarrow [\sigma] \phi_f \\ \phi' \triangleq [\sigma] \psi_f \quad R' \triangleq [[\sigma] Q_f] \quad \overline{e_i} = [\sigma] \overline{x_i} \\ \text{Vars}(\overline{e_i}) \subseteq \Gamma \quad \Sigma; \Gamma; \{\phi \wedge \phi'; P * R'\} \rightsquigarrow \{Q\} | c \\ \hline \Sigma; \Gamma; \{\phi; P * R\} \rightsquigarrow \{Q\} | f(\overline{e_i}); c$$

ALLOC

$$R = [z, n] * *_{0 \leq i \leq n} (\langle z, i \rangle \mapsto e_i) \quad z \in \text{EV}(\Gamma, \mathcal{P}, \mathcal{Q}) \\ (\{y\} \cup \{\overline{t_i}\}) \cap \text{Vars}(\Gamma, \mathcal{P}, \mathcal{Q}) = \emptyset \\ R' \triangleq [y, n] * *_{0 \leq i \leq n} (\langle y, i \rangle \mapsto t_i) \\ \Sigma; \Gamma; \{\phi; P * R'\} \rightsquigarrow \{\psi; Q * R\} | c \\ \hline \Sigma; \Gamma; \{\phi; P\} \rightsquigarrow \{\psi; Q * R\} | \text{let } y = \text{malloc}(n); c$$

WRITE

$$\text{Vars}(e) \subseteq \Gamma \quad \Gamma; \{\phi; \langle x, \iota \rangle \mapsto e * P\} \rightsquigarrow \{\psi; \langle x, \iota \rangle \mapsto e * Q\} | c \\ \hline \Gamma; \{\phi; \langle x, \iota \rangle \mapsto e' * P\} \rightsquigarrow \{\psi; \langle x, \iota \rangle \mapsto e * Q\} | *(x + \iota) = e; c$$

UNIFYHEAPS

$$[\sigma] R' = R \\ \text{frameable } (R') \quad \emptyset \neq \text{dom}(\sigma) \subseteq \text{EV}(\Gamma, \mathcal{P}, \mathcal{Q}) \\ \Gamma; \{P * R\} \rightsquigarrow [\sigma] \{\psi; Q * R'\} | c \\ \hline \Gamma; \{\phi; P * R\} \rightsquigarrow \{\psi; Q * R'\} | c$$

FRAME

$$\text{EV}(\Gamma, \mathcal{P}, \mathcal{Q}) \cap \text{Vars}(R) = \emptyset \\ \text{frameable } (R') \quad \Gamma; \{\phi; P\} \rightsquigarrow \{\psi; Q\} | c \\ \hline \Gamma; \{\phi; P * R\} \rightsquigarrow \{\psi; Q * R\} | c$$

INDUCTION

$$f \triangleq \text{goal's name} \\ \overline{x_i} \triangleq \text{goal's formals} \\ P_f \triangleq p^1(\overline{y_i}) * [P] \quad Q_f \triangleq [Q] \\ \mathcal{F} \triangleq f(\overline{x_i}) : \{\phi_f; P_f\} \{\psi_f; Q_f\} \\ \Sigma, \mathcal{F}; \Gamma; \{\phi; p^0(\overline{y_i}) * P\} \rightsquigarrow \{Q\} | c \\ \hline \Sigma; \Gamma; \{\phi; p^0(\overline{y_i}) * P\} \rightsquigarrow \{Q\} | c$$

PICK

$$y \in \text{EV}(\Gamma, \mathcal{P}, \mathcal{Q}) \\ \text{Vars}(e) \in \Gamma \cup \text{GV}(\Gamma, \mathcal{P}, \mathcal{Q}) \\ \Gamma; \{\phi; P\} \rightsquigarrow [e/y] \{\psi; Q\} | c \\ \hline \Gamma; \{\phi; P\} \rightsquigarrow \{\psi; Q\} | c$$

EMP

$$\text{EV}(\Gamma, \mathcal{P}, \mathcal{Q}) = \emptyset \quad \phi \Rightarrow \psi \\ \hline \Gamma; \{\phi; \text{emp}\} \rightsquigarrow \{\psi; \text{emp}\} | \text{skip}$$

INCONSISTENCY

$$\phi \Rightarrow \perp \\ \hline \Gamma; \{\phi; P\} \rightsquigarrow \{Q\} | \text{error}$$

UNIFYPURE

$$[\sigma] \psi' = \phi' \\ \emptyset \neq \text{dom}(\sigma) \subseteq \text{EV}(\Gamma, \mathcal{P}, \mathcal{Q}) \\ \Gamma; \{\mathcal{P}\} \rightsquigarrow [\sigma] \{Q\} | c \\ \hline \Gamma; \{\phi \wedge \phi'; P\} \rightsquigarrow \{\psi \wedge \psi'; Q\} | c$$

NULLNOTLVAL

$$x \neq 0 \notin \phi \quad \phi' \triangleq \phi \wedge x \neq 0 \\ \Sigma; \Gamma; \{\phi'; \langle x, \iota \rangle \mapsto e * P\} \rightsquigarrow \{Q\} | c \\ \hline \Sigma; \Gamma; \{\phi; \langle x, \iota \rangle \mapsto e * P\} \rightsquigarrow \{Q\} | c$$

SUBSTLEFT

$$\phi \Rightarrow x = y \\ \hline \Gamma; [y/x] \{\phi; P\} \rightsquigarrow [y/x] \{Q\} | c \\ \hline \Gamma; \{\phi; P\} \rightsquigarrow \{Q\} | c$$

SUBSTRIGHT

$$x \in \text{EV}(\Gamma, \mathcal{P}, \mathcal{Q}) \\ \Sigma; \Gamma; \{\mathcal{P}\} \rightsquigarrow [e/x] \{\psi, Q\} | c \\ \hline \Sigma; \Gamma; \{\mathcal{P}\} \rightsquigarrow \{\psi \wedge x = e; Q\} | c$$

FREE

$$R = [x, n] * *_{0 \leq i \leq n} (\langle x, i \rangle \mapsto e_i) \\ \text{Vars}(\{x\} \cup \{\overline{e_i}\}) \subseteq \Gamma \quad \Sigma; \Gamma; \{\phi; P\} \rightsquigarrow \{Q\} | c \\ \hline \Sigma; \Gamma; \{\phi; P * R\} \rightsquigarrow \{Q\} | \text{free}(n); c$$

Synthesis Algorithm

Proof Search Algorithm

- Goal-driven, with *backtracking* (in CPS), trying a fixed set of rules;
- *Branching*: some rules (e.g., Close, Unify) emit many alternatives;
- Inductive predicates in the *precondition* emit *more than one subgoal*;
- Along with the program, emits the *complete proof tree*;
- *Conjecture*: the algorithm terminates (to be established formally).

Optimisations

- Invertible Rules (*cf. Focusing* in Proof Theory)
- Partitioning rules into *phases*
- “Early Failure” rules
- Reducing backtracking with symmetry reduction
- Detecting potentially independent derivations via a version of Frame Rule

“Early Failure” rules

POSTINCONSISTENT

$$\phi \wedge \psi \Rightarrow \perp$$

$$\Sigma; \Gamma; \{\phi; P\} \rightsquigarrow \{\psi, Q\} | \text{magic}$$

POSTINVALID

P has no pred. instances

$$EV(\Gamma, \mathcal{P}, Q) = \emptyset \quad \neg(\phi \Rightarrow \psi)$$

$$\Sigma; \Gamma; \{\phi; P\} \rightsquigarrow \{\psi, Q\} | \text{magic}$$

UNREACHHEAP

P, Q have no pred. instances or blocks

$\text{unmachedHeaplets}(P, Q)$

$$\Sigma; \Gamma; \{\phi, P\} \rightsquigarrow \{\psi, Q\} | \text{magic}$$

Implementation

SuSLik



(**S**ynthesis **u**sing **S**eparation **L**ogik)

<i>Group</i>	<i>Description</i>	<i>Code</i>	<i>Code/Spec</i>	<i>Time</i>	<i>T-phase</i>	<i>T-inv</i>	<i>T-fail</i>	<i>T-com</i>	<i>T-all</i>	<i>T-IS</i>
Integers	swap two	12	0.9x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	min of two ²	10	0.7x	0.1	0.1	0.1	< 0.1	0.1	0.2	
Linked List	length ^{1,2}	21	1.2x	0.4	0.9	0.5	0.4	0.6	1.4	29x
	max ¹	27	1.7x	0.6	0.8	0.5	0.4	0.4	0.8	20x
	min ¹	27	1.7x	0.5	0.9	0.5	0.4	0.5	1.2	49x
	singleton ²	11	0.8x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	dispose	11	2.8x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	initialize	13	1.4x	< 0.1	0.1	0.1	< 0.1	0.1	< 0.1	
	copy ³	35	2.5x	0.2	0.3	0.3	0.1	0.2	-	
	append ³	19	1.1x	0.2	0.3	0.3	0.2	0.3	0.7	
Sorted list	delete ³	44	2.6x	0.7	0.5	0.3	0.2	0.3	0.7	
	prepend ¹	11	0.3x	0.2	1.4	83.5	0.1	0.1	-	48x
	insert ¹	58	1.2x	4.8	-	-	-	5.0	-	6x
Tree	insertion sort ¹	28	1.3x	1.1	1.8	1.3	1.2	1.2	74.2	82x
	size	38	2.7x	0.2	0.3	0.2	0.2	0.2	0.3	
	dispose	16	4.0x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	copy	55	3.9x	0.4	49.8	-	0.8	1.4	-	
	flatten w/append	48	4.0x	0.4	0.6	0.5	0.4	0.4	0.6	
BST	flatten w/acc	35	1.9x	0.6	1.7	0.7	0.5	0.6	-	
	insert ¹	58	1.2x	31.9	-	-	-	-	-	11x
	rotate left ¹	15	0.1x	37.7	-	-	-	-	-	0.5x
	rotate right ¹	15	0.1x	17.2	-	-	-	-	-	0.8x

¹ From (Qiu and Solar-Lezama 2017) ² From (Leino and Milicevic 2012) ³ From (Qiu et al. 2013)

<i>Group</i>	<i>Description</i>	<i>Code</i>	<i>Code/Spec</i>	<i>Time</i>	<i>T-phase</i>	<i>T-inv</i>	<i>T-fail</i>	<i>T-com</i>	<i>T-all</i>	<i>T-IS</i>
Integers	swap two min of two ²	12	0.9x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
		10	0.7x	0.1	0.1	0.1	< 0.1	0.1	0.2	
Linked List	length ^{1,2}	21	1.2x	0.4	0.9	0.5	0.4	0.6	1.4	29x
	max ¹	27	1.7x	0.6	0.8	0.5	0.4	0.4	0.8	20x
	min ¹	27	1.7x	0.5	0.9	0.5	0.4	0.5	1.2	49x
	singleton ²	11	0.8x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	dispose	11	2.8x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	initialize	13	1.4x	< 0.1	0.1	0.1	< 0.1	0.1	< 0.1	
	copy ³	35	2.5x	0.2	0.3	0.3	0.1	0.2	-	
	append ³ delete ³	19 44	1.1x 2.6x	0.2 0.7	0.3 0.5	0.3 0.3	0.2 0.2	0.3 0.3	0.7 0.7	
Sorted list	prepend ¹	11	0.3x	0.2	1.4	83.5	0.1	0.1	-	48x
	insert ¹	58	1.2x	4.8	-	-	-	5.0	-	6x
	insertion sort ¹	28	1.3x	1.1	1.8	1.3	1.2	1.2	74.2	82x
Tree	size	38	2.7x	0.2	0.3	0.2	0.2	0.2	0.3	
	dispose	16	4.0x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	copy	55	3.9x	0.4	49.8	-	0.8	1.4	-	
	flatten w/append	48	4.0x	0.4	0.6	0.5	0.4	0.4	0.6	
	flatten w/acc	35	1.9x	0.6	1.7	0.7	0.5	0.6	-	
BST	insert ¹	58	1.2x	31.9	-	-	-	-	-	11x
	rotate left ¹	15	0.1x	37.7	-	-	-	-	-	0.5x
	rotate right ¹	15	0.1x	17.2	-	-	-	-	-	0.8x

¹ From (Qiu and Solar-Lezama 2017) ² From (Leino and Milicevic 2012) ³ From (Qiu et al. 2013)

<i>Group</i>	<i>Description</i>	<i>Code</i>	<i>Code/Spec</i>	<i>Time</i>	<i>T-phase</i>	<i>T-inv</i>	<i>T-fail</i>	<i>T-com</i>	<i>T-all</i>	<i>T-IS</i>
Integers	swap two	12	0.9x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	min of two ²	10	0.7x	0.1	0.1	0.1	< 0.1	0.1	0.2	
Linked List	length ^{1,2}	21	1.2x	0.4	0.9	0.5	0.4	0.6	1.4	29x
	max ¹	27	1.7x	0.6	0.8	0.5	0.4	0.4	0.8	20x
	min ¹	27	1.7x	0.5	0.9	0.5	0.4	0.5	1.2	49x
	singleton ²	11	0.8x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	dispose	11	2.8x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	initialize	13	1.4x	< 0.1	0.1	0.1	< 0.1	0.1	< 0.1	
	copy ³	35	2.5x	0.2	0.3	0.3	0.1	0.2	-	
	append ³	19	1.1x	0.2	0.3	0.3	0.2	0.3	0.7	
Sorted list	delete ³	44	2.6x	0.7	0.5	0.3	0.2	0.3	0.7	
	prepend ¹	11	0.3x	0.2	1.4	83.5	0.1	0.1	-	48x
	insert ¹	58	1.2x	4.8	-	-	-	5.0	-	6x
Tree	insertion sort ¹	28	1.3x	1.1	1.8	1.3	1.2	1.2	74.2	82x
	size	38	2.7x	0.2	0.3	0.2	0.2	0.2	0.3	
	dispose	16	4.0x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	copy	55	3.9x	0.4	49.8	-	0.8	1.4	-	
	flatten w/append	48	4.0x	0.4	0.6	0.5	0.4	0.4	0.6	
BST	flatten w/acc	35	1.9x	0.6	1.7	0.7	0.5	0.6	-	
	insert ¹	58	1.2x	31.9	-	-	-	-	-	11x
	rotate left ¹	15	0.1x	37.7	-	-	-	-	-	0.5x
	rotate right ¹	15	0.1x	17.2	-	-	-	-	-	0.8x

¹ From (Qiu and Solar-Lezama 2017) ² From (Leino and Milicevic 2012) ³ From (Qiu et al. 2013)

<i>Group</i>	<i>Description</i>	<i>Code</i>	<i>Code/Spec</i>	<i>Time</i>	<i>T-phase</i>	<i>T-inv</i>	<i>T-fail</i>	<i>T-com</i>	<i>T-all</i>	<i>T-IS</i>
Integers	swap two	12	0.9x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	min of two ²	10	0.7x	0.1	0.1	0.1	< 0.1	0.1	0.2	
Linked List	length ^{1,2}	21	1.2x	0.4	0.9	0.5	0.4	0.6	1.4	29x
	max ¹	27	1.7x	0.6	0.8	0.5	0.4	0.4	0.8	20x
	min ¹	27	1.7x	0.5	0.9	0.5	0.4	0.5	1.2	49x
	singleton ²	11	0.8x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	dispose	11	2.8x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	initialize	13	1.4x	< 0.1	0.1	0.1	< 0.1	0.1	< 0.1	
	copy ³	35	2.5x	0.2	0.3	0.3	0.1	0.2	-	
	append ³	19	1.1x	0.2	0.3	0.3	0.2	0.3	0.7	
Sorted list	delete ³	44	2.6x	0.7	0.5	0.3	0.2	0.3	0.7	
	prepend ¹	11	0.3x	0.2	1.4	83.5	0.1	0.1	-	48x
	insert ¹	58	1.2x	4.8	-	-	-	5.0	-	6x
Tree	insertion sort ¹	28	1.3x	1.1	1.8	1.3	1.2	1.2	74.2	82x
	size	38	2.7x	0.2	0.3	0.2	0.2	0.2	0.3	
	dispose	16	4.0x	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	
	copy	55	3.9x	0.4	49.8	-	0.8	1.4	-	
	flatten w/append	48	4.0x	0.4	0.6	0.5	0.4	0.4	0.6	
BST	flatten w/acc	35	1.9x	0.6	1.7	0.7	0.5	0.6	-	
	insert ¹	58	1.2x	31.9	-	-	-	-	-	11x
	rotate left ¹	15	0.1x	37.7	-	-	-	-	-	0.5x
	rotate right ¹	15	0.1x	17.2	-	-	-	-	-	0.8x

¹ From (Qiu and Solar-Lezama 2017) ² From (Leino and Milicevic 2012) ³ From (Qiu et al. 2013)

ImpSynt vs SuSLik

```
loc srtl_insert(loc x, int k)
requires srtl(x)
ensures srtl(ret) ∧
  len(ret) = old(len(x)) + 1 ∧
  min(ret) = (old(k) < old(min(x))
    ? old(k) : old(min(x))) ∧
  max(ret) = (old(max(x)) < old(k)
    ? old(k) : old(max(x)))
{
  if (cond(1)) {
    loc ?? := new;
    return ??;
  } else {
    statement(1);
    loc ?? := srtl_insert(??, ??);
    statement(1);
    return ??;
  }
}
```

```
{
  0 ≤ n ∧ 0 ≤ k ∧ k ≤ 7 ;
  ret ↦ k * srtl(x, n, lo, hi)
}
void srtl_insert(loc x, loc ret)
{
  n1 = n + 1 ∧
  lo1 = (k ≤ lo ? k : lo) ∧
  hi1 = (hi ≤ k ? k : hi) ;
  ret ↦ y * srtl(y, n1, lo1, hi1)
}
```

Demo

(Do we have time for it?)

Resources

- *Structuring the Synthesis of Heap-Manipulating Programs*
Nadia Polikarpova and Ilya Sergey
<https://arxiv.org/pdf/1807.07022>
- GitHub repository:
<https://github.com/TyGuS/suslik>
- Online Demo:
<http://comcom.csail.mit.edu/comcom/#SuSLik>

To Take Away

- **Separation Logic (SL)** is a **Proof System** for heap-manipulating programs.
- **Synthetic Separation Logic (SSL)** expresses program synthesis as algorithmic **proof search** for SL-style specifications.
- **SuSLik** is a *deductive synthesis tool* implementing fast proof search in SSL.
 - Google: “*suslik separation logic*”

Thanks!

